L Number	Hits	Search Text	DB	Time stamp
1	444	(273/260).CCLS.	USPAT;	2004/11/05 12:43
			US-PGPUB;	
		·	EPO; JPO;	
İ			DERWENT;	
			IBM_TDB	
-	17	(board same game) and (pull near4 (piece or token or marker))	USPAT	2004/11/04 14:27
-	22	(board same game) and (push near4 (piece or token or	USPAT	2004/11/04 14:46
	_	marker))		
-	0	(board same game) and (push near6 (piece or token or	USPAT	2004/11/04 16:28
		marker)) and (pull near6 (piece or token or marker))		2004/44/05 00 00
-	0	(board same game) and (push near8 (piece or token or	USPAT	2004/11/05 09:03
	8	marker)) and (pull near8 (piece or token or marker))	LICDAT	2004/11/04 15:14
-	•	(board same game) and (repel near6 (piece or token or marker)) and (attract near6 (piece or token or marker))	USPAT	2004/11/04 15:14
_	0	((273/239).CCLS.) and (push near6 (piece or token or marker))	USPAT	2004/11/04 15:15
		and (pull near6 (piece or token or marker))	USFAT	2004/11/04 13.13
_	0	273/239 and (push near6 (piece or token or marker)) and (pull	USPAT	2004/11/04 15:15
		near6 (piece or token or marker))	05171	200 1/11/01 15:15
_	0	(push near6 (piece or token or marker)) and (pull near6 (piece	USPAT	2004/11/04 15:16
		or token or marker)) and (board same game)		,,
-	280	(273/239).CCLS.	USPAT;	2004/11/04 16:09
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
			IBM_TDB	
-	8	(board same game) and (trap near2 space)	USPAT	2004/11/04 16:36
-	0	(board same game) and (push near6 (piece or token or	USPAT	2004/11/04 16:28
	_	marker)) and (drag near6 (piece or token or marker))		
-	0	(board same game) and (push near8 (car or auto or vehicle))	USPAT	2004/11/04 16:31
	_	and (pull near8 (car or auto or vehcile))	110047	2004/44/04 46 20
-	5	(board same game) and (land near8 (remov\$ near8 (board or	USPAT	2004/11/04 16:39
	1392	surface))) (board same game) and (remov\$ near8 (board or surface))	USPAT	2004/11/04 16:48
	37	(board same game) and (land same (remov\$ near8 (board or	USPAT	2004/11/04 16:40
	] 3,	surface)))	03171	2001/11/01 10.10
_	1106	(board same game) and (remov\$ near8 (board or surface))	USPAT	2004/11/04 16:49
		and 273/\$.ccls.		200 1, 22, 5 1 201 15
-	25	(board same game) and (jail near4 (space or square))	USPAT	2004/11/05 10:25
-	686	(273/260,261).CCLS.	USPAT;	2004/11/04 17:11
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
'		((272)(260, 264), 661,63	IBM_TDB	2004/44/24
-	0	((273/260,261).CCLS.) and jail	USPAT;	2004/11/04 17:11
			US-PGPUB;	
			EPO; JPO;	
			DERWENT; IBM_TDB	
_	25	((273/260,261).CCLS.) and (remov\$ near2 (space or square))	USPAT;	2004/11/04 17:14
	23	((275/255/251/16615)) and (16111044 fiediz (space of square))	US-PGPUB;	200 1/11/04:17:14
			EPO; JPO;	
			DERWENT;	
			IBM_TDB	
-	2	((273/260,261).CCLS.) and (land same (remov\$ near2 (space	USPAT;	2004/11/04 17:14
		or square)))	US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
			IBM_TDB	
-	8	(board same game) and (push near8 mov\$) and (pull near8	USPAT	2004/11/05 09:06
		mov\$)		

-	190	(273/246).CCLS.	USPAT;	2004/11/05 09:07
		(	US-PGPUB;	,,
			EPO; JPO;	
	1		DERWENT;	
			IBM_TDB	
-	172	(273/246).CCLS.	USPAT	2004/11/05 09:08
-	0	((273/246).CCLS.) and draft and pull	USPAT;	2004/11/05 09:09
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
			IBM_TDB	ĺ
_	3	((273/246).CCLS.) and draft	USPAT;	2004/11/05 09:12
1		((275/240).CCLS.) and draft		2007/11/03 09.12
İ			US-PGPUB;	
	ļ		EPO; JPO;	
			DERWENT;	
			IBM_TDB	
-	1	((273/246).CCLS.) and vacuum	USPAT;	2004/11/05 09:13
i			US-PGPUB;	
		,	EPO; JPO;	
			DERWENT;	
1			IBM_TDB	
l _	4	((273/246).CCLS.) and pressure	_	2004/11/05 09:14
_	7	((273/240).CCL3.) and pressure	USPAT;	2004/11/05 09:14
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
			IBM_TDB	
-	0	((273/246).CCLS.) and suction	USPAT;	2004/11/05 09:14
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
l			IBM_TDB	
l _	5	((273/246).CCLS.) and pull	USPAT;	2004/11/05 09:16
		((275/2 To).cccs.) and pair	US-PGPUB;	2004/11/03 03.10
			EPO; JPO;	
		·	DERWENT;	,
	34	(/272/246) COLG ) = - 4 fells	IBM_TDB	2004/44/05 00 00
_	24	((273/246).CCLS.) and follow	USPAT;	2004/11/05 09:33
· .			US-PGPUB;	
			EPO; JPO;	
İ			DERWENT;	
		·	'IBM_TDB	
-	49	(273/270).CCLS.	USPAT;	2004/11/05 09:34
			US-PGPUB;	, , , , , , , , , , , , , , , , , , , ,
			EPO; JPO;	
			DERWENT;	
			IBM_TDB	
l <u> </u>	96	(273/275) CCI S		2004/11/05 00:25
	90	(273/275).CCLS.	USPAT;	2004/11/05 09:35
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
			IBM_TDB	
-	84	(273/289).CCLS.	USPAT;	2004/11/05 09:42
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
			IBM_TDB	
_	3	("3495831"   "3526403"   "3693976").PN.	USPAT	2004/11/05 00:20
_	0			2004/11/05 09:36
-	'	(board same game) and (push near8 (opponent near4 (piece or	USPAT;	2004/11/05 09:44
		token or marker))) and (pull near8 (opponent near4 (piece or	US-PGPUB;	
		token or marker)))	EPO; JPO;	
			DERWENT;	
			IBM_TDB	

-	1	(board same game) and (push near8 (oppo\$ near8 (piece or	USPAT;	2004/11/05 09:48
		token or marker))) and (pull near8 (oppo\$ near8 (piece or	US-PGPUB;	
		token or marker)))	EPO; JPO;	
			DERWENT;	
		//"2051992"\ or /"4552756"\ or /"4996270"\ or	IBM_TDB	2004/11/05 00:40
-	8	(("3851883") or ("4553756") or ("4886279") or	USPAT;	2004/11/05 09:48
		("5957455")).PN.	US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
	5	(board same game) and (freez\$ near8 (piece or marker or	IBM_TDB USPAT	2004/11/05 10:44
-	]	token))	USPAT	2004/11/03 10.44
_	186	(board same game) and ((freez\$ or block) near8 (piece or	USPAT	2004/11/05 10:48
	100	marker or token))	OSIAI	200 1/11/03 10.10
<u>-</u>	49	(board same game) and ((freez\$ or block) near8 (piece or	USPAT	2004/11/05 10:51
l.		marker or token)) and (remov\$ near4 (board or surface))	03171	200 1/11/03 10:31
_	12	(board same game) and ((freez\$ or block) near8 (piece or	USPAT	2004/11/05 10:59
		marker or token)) and (trap or jail)	031711	200 1/11/03 10:33
<u> </u>	140	(board same game) and ((freez\$ or block or trap or jail) near8	USPAT	2004/11/05 11:01
		(remov\$))		
_	75	(board same game) and ((freez\$ or block or trap or jail) near8	USPAT	2004/11/05 11:01
		(remov\$)) and 273/\$.ccls.		
-	20	(US-5085441-\$ or US-4566694-\$ or US-4191379-\$ or	USPAT	2004/11/05 11:49
		US-4326720-\$ or US-3761092-\$ or US-4861039-\$ or		
		US-5511792-\$ or US-5451061-\$ or US-5690332-\$ or		
		US-4478419-\$ or US-5221084-\$ or US-4193602-\$ or		
		US-4339136-\$ or US-5690334-\$ or US-4266774-\$ or		
		US-4221387-\$ or US-3871659-\$ or US-5388835-\$ or		
		US-4878675-\$ or US-5803455-\$).did.	`	
-	5	((US-5085441-\$ or US-4566694-\$ or US-4191379-\$ or	USPAT	2004/11/05 12:06
		US-4326720-\$ or US-3761092-\$ or US-4861039-\$ or		
		US-5511792-\$ or US-5451061-\$ or US-5690332-\$ or		
		US-4478419-\$ or US-5221084-\$ or US-4193602-\$ or		
		US-4339136-\$ or US-5690334-\$ or US-4266774-\$ or		
		US-4221387-\$ or US-3871659-\$ or US-5388835-\$ or		
		US-4878675-\$ or US-5803455-\$).did.) and (trap or jail) and		
	•	(remov\$ near8 (trap or jail))	LICDAT	2004/11/05 12:07
_	1	((US-5085441-\$ or US-4566694-\$ or US-4191379-\$ or US-4326720-\$ or US-3761092-\$ or US-4861039-\$ or	USPAT	2004/11/05 12:07
		US-5511792-\$ or US-5451061-\$ or US-5690332-\$ or		
		US-4478419-\$ or US-5221084-\$ or US-4193602-\$ or		1
		US-4339136-\$ or US-5690334-\$ or US-4266774-\$ or		
		US-4221387-\$ or US-3871659-\$ or US-5388835-\$ or	]	
		US-4878675-\$ or US-5803455-\$).did.) and (trap or jail) and		
		trap and freez\$		
_	2	(board same game) and (trap or jail) and trap and freez\$	USPAT	2004/11/05 12:08
-	2	(board same game) and trap and freez\$	USPAT	2004/11/05 12:08
-	1	(board same game) and jail and freez\$	USPAT	2004/11/05 12:16
_	0	(board same game) and (strength adj value) and (win near8	USPAT	2004/11/05 12:23
		(land or reach))	]	
<del>-</del>	2	(board same game) and ((piece or token or marker) adj value)	USPAT	2004/11/05 12:28
		and (win near8 (land or reach))		
-	4	("2610060"   "3863927"   "4613134"   "5018744").PN.	USPAT	2004/11/05 12:27
-	5	(board same game) and ((piece or token or marker) near4	USPAT	2004/11/05 12:28
	_	value) and (win near8 (land or reach))		2004/44/05 :5 55
-	5	((board same game) and ((piece or token or marker) near4	USPAT	2004/11/05 12:28
		value) and (win near8 (land or reach))) not (("2610060"		
		"3863927"   "4613134"   "5018744").PN.)	LICDAT	2004/11/05 12:20
-	0	(board same game) and ((piece or token or marker) adj value) and (win near8 ((end or last) adj row))	USPAT	2004/11/05 12:29
_	0	(board same game) and ((piece or token or marker) near4	USPAT	2004/11/05 12:42
	١	value) and (win near8 ((end or last) adj row))	33171	200 1/11/00 12:72
			·	